

ABSTRACT OF THE DISCLOSURE

[00121] A texture mapping system comprises memory and a texture map manager. The memory stores a first texture map and a parametric texture map. The texture map manager is configured to combine at least a portion of the first texture map and at least a portion of the parametric texture map, and the texture map manager is configured to determine a texture map type for the first texture map and a texture map type for the parametric texture map and to perform a prioritization of the texture map portions based on the determined texture map types. The texture map manager is further configured to select, for conversion, one of the texture map portions based on the prioritization and to convert the selected texture map portion into a form corresponding to a form of the non-selected texture map portion.